Syncussion-1

4. Specifications

SY-1 Control Board
- Input Sensitivity: 200mV minus peak
- Output: 1Vpp output impedance 10KΩ
- Power Source: DC 12V 300mA
- Dimensions: 320(W) x 95(H) x 200(D) m/m
- Weight: 2.5Kg
- Accessories: AC-adapter, Connection Cord x 3, Carrying Case
- Stand : N-1 Original Stand

CU-1 Drum Outfit
- 8" x 4½" Wood Shell w/original syncussion head
- Stand : 773 Pearl Concert Tom Stand
- Color : Black or White

5. Optional Accessories

If you like to set-up on the Pearl Vani Set System, as shown, can be used with the 707-2 Adaptor and the 713Z Concert Tom Holder.

707-2 Adaptor

713Z Concent Tom Holder

Tune Pedal (TP-01)

Mute Pedal (MP-01)

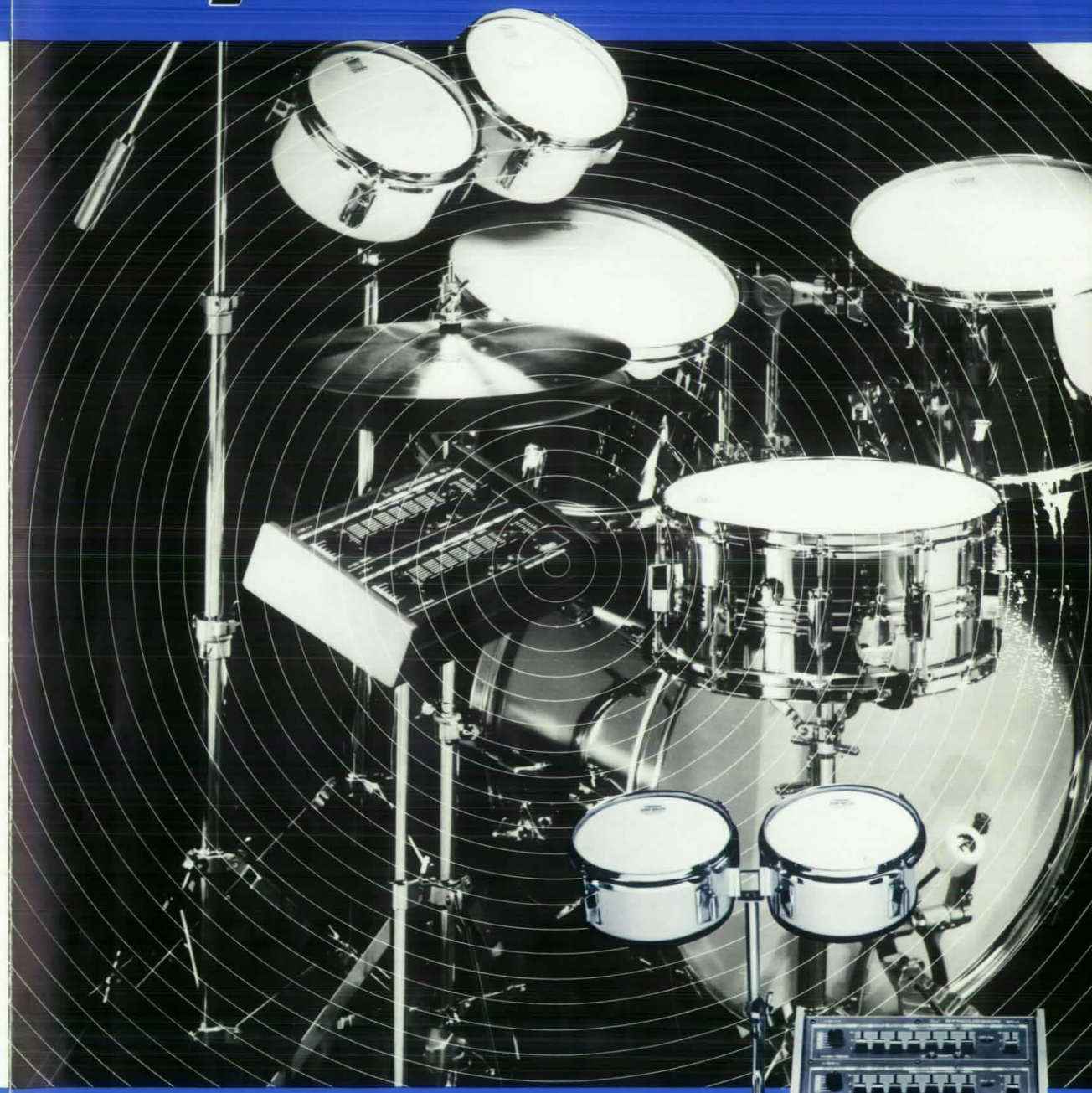
Aluminum Case (SYC-01): Can be put together in Control Board, Drums & Stands.

Your Pearl Dealer

Pearl

Printed in Japan

Syncussion-1



Pearl

Percussion Synthesizer

Syncussion-1

Pearl Syncussion-1 gives you all the new sounds you want .....in a player-designed unit!

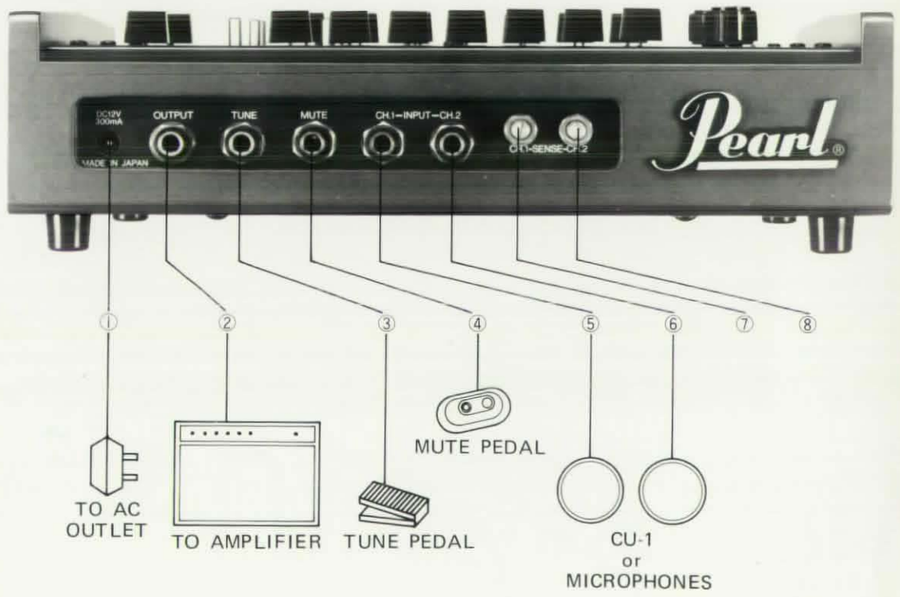
1. Features:

A. Drums: CU-1
Real Drum Response — The pickup is the same as that of the regular drum unit which ensures a smooth flow of sound when used as a part of the drum set. In addition, volume and brilliance match your beat, and tention of the pad can be adjusted with a drum key.

B. Control Board: SY-1
Variety of Tone — A combination of the two oscillators creats a unimaginable rich sound. An effective combination has been set for OSC MODE for easy operation. In addition to the SWEEP LFO, SAMPLE AND HOLD has been installed inside which enables change of pitch each time you hit the pad. Use of the OSC MODE-D enables effective sound of the sweep.

2. Setting Up:

① AC: Power supply connector—DC 12V 300mA.
② OUTPUT: For connecting to amplifier.
③ TUNE: Is for insertion of a foot control to adjust pitch of channel 1 and/or 2.
④ MUTE: Allows connection of a foot pedal on/off switch.
⑤ ⑥ INPUT: For connecting to CU-1 drums. Microphones can also be connected to either input.
⑦ ⑧ SENSITIVITY: Allows individual playing style adjustment for each channel. Adjusts so that the channel trigger light comes on when controller is struck.



3. Operation:

⑨ POWER: Switch to "on" and LED is lit.
⑩ TRIGGER INDICATOR: LED will light up when powerful sounds enters through input; checks which channel is being used.
⑪ OUTPUT: Output level of CH-1 and CH-2 can be adjusted.

SIGNAL SOURCE SECTION

⑫ OSC MODE — The wave frequency, variation range, and noise of the 2 oscillators are pre-set.
A. One oscillator sound; at this position the regular drum synthesizer sweep can be effected.
B. Sound of one oscillator adjusting the other oscillator frequency; produces a metallic sound.
C. Sound of a mix of two oscillator outputs; sound is similar to that of a vibraphone.
D. Sound of mix of two oscillator outputs; produces a low to high sweep and is done by hitting pad softly or hard; there is no connection to ⑯ SWEEP SPEED and ⑰ SWEEP RANGE.
E. Sound of one oscillator adjusting the other oscillator frequency with a mix of noise; produces a sound similar to hitting thin metal.
F. Sound of only noise.

⑬ TUNE: Sound of 2 oscillator frequencies and filter cutoff frequency adjusted; this makes tuning possible.
⑭ DECAY: Adjusts the sustain of individual notes.
⑮ WIDTH: Adjusting of the filter cutoff frequency range, when the range is wide, the wave frequency starts from high and gradually becomes low.

SWEEP SECTION

⑯ SPEED: Adjusts the rate of transition from the original pitch sounded when a drum is struck to a final pitch determined by the SWEEP section DEPTH control.
⑰ RANGE: Controls the final pitch heard of each note sounded when the SWEEP section movement switch is UP or down DN. The DEPTH control tracks the TUNE control.
⑱ OFF UP-DN: Controls direction of pitch movement both UP and DOWN. In the OFF position, the SWEEP section SPEED and DEPTH controls are inoperative.

LOW FREQUENCY OSCILLATOR (LFO) SECTION

⑲ SPEED: Adjusts the speed of the low frequency oscillator to enable vibrato to be added to the basic sound selected by the SIGNAL SOURCE and SWEEP sections.
⑳ DEPTH: Controls the amount of pitch movement, at the speed determined by the LFO section. SPEED, is controlled by DEPTH.
㉑ OFF⊓⊔∿▽: This switch determines the wave shape employed by the LFO section, a square wave, ⊓⊔, results in abrupt pitch changes and noticeable pitch at upper and lower extremes. A triangle wave, results in almost continuous movement and little time spent at the pitch extremes.
When the ⊓⊔ off ∿▽ Switch is OFF, LFO section SPEED and DEPTH controls are inoperative.
㉒ S/H (SAMPLE AND HOLD)
This switch adds a sample and hold output signal to the main output. S/H speed is set by the LFO section SPEED control. S/H will operate even if LFO section ⊓⊔ off ∿▽ is OFF.
When you switch on, the tune will be automatically changed with each hit.